What if we want to keep track of how many `Rectangle` objects a program has created?

```java
public class Rectangle {
    private int width;
    private int height;

    public Rectangle(int w, int h){
        this.setWidth(w);
        this.setHeight(h);
    }
    public void grow(int dw, int dh){
        this.setWidth(this.width + dw);
        this.setHeight(this.height + dh);
    }
    public int area(){
        return this.width * this.height;
    }
    ...
}
```

What if we want to keep track of how many `Rectangle` objects a program has created?

```java
public class Rectangle {
    private int width;
    private int height;
    private static int numCreated = 0;

    public Rectangle(int w, int h){
        this.setWidth(w);
        this.setHeight(h);
        numCreated++;
    }
    public void grow(int dw, int dh){
        this.setWidth(this.width + dw);
        this.setHeight(this.height + dh);
    }
    public int area(){
        return this.width * this.height;
    }
    ...
}
```

Increment the static variable every time that we create a `Rectangle`.

- Add a static variable – one that belongs to the class as a whole.
  - *not* final – because we want to be able to change it!